

MADDEN NFL 08 [SONY PSP]

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Placeholder for cover art

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

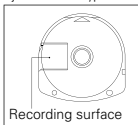
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing).
- Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape.
- Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.

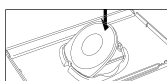
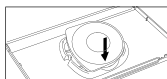


Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.



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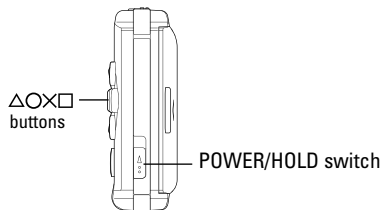
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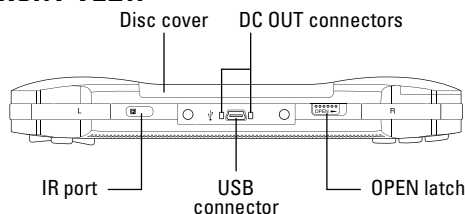
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GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Madden NFL 08* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

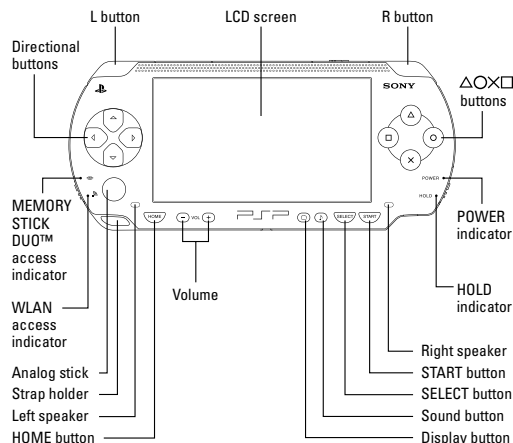
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME

PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



COMPLETE CONTROLS

ALL PHASES OF THE GAME

Move player	Analog stick/D-button
Sprint	button
Coach Cam (before the snap)	R button
Call an audible (before the snap)	button then button, button, button, L button, or R button
Cancel the audible (before selecting a play)	button
View Player Weapons (before the snap)	L button
Call timeout	SELECT button

NOTE: You can assign new audibles to each button in the Coaching Strategy screen (via the My Madden menu) or at the Pause menu.

OFFENSIVE CONTROLS

BEFORE THE SNAP	
Snap ball	ⓧ button
Send a player in motion	Analog stick or D-button ↑ to highlight eligible player then ↔ to send that player in motion
Hot Routes	△ button then the button of the receiver, then D-button: ↑ for a fly pattern ↓ for a curl pattern ↔ for an in/out pattern
Smart Route (receiver changes route to a hitch to the first down marker or goal line)	△ button then the button of the receiver then Analog stick ↓
Change passing play to play action	△ button then D-button ↑
Playmaker Control (change running play direction)	ⓐ button then D-button ↔
Keep back or tight end in to block (during pass plays)	△ button then the button of the running back, full back, or tight end you want to keep in, and then the L button/R button to block left/right
Slide offensive line protection	L button + D-button: ↑/↓ to spread/pinch the line ↔/↔ to shift pocket left/right

RUNNING WITH THE BALL	
Spin	ⓐ button
Stiff arm	R button
Dive	ⓐ button (tap)
Cut moves	L button
Double moves (agile ball carriers only)	△ button + Analog stick ← then → (or vice versa)
Highlight Stick	△ button + Analog stick: ↑ Lower shoulder and truck over defenders/Dodge tackler ↓ Back juke ↔/↔ Juke left/right
Break tackle (when engaged by defender close to first down marker or end zone)	ⓧ button (tap repeatedly)
QB/WR slide	ⓐ button (hold)

PASSING/RECEIVING	
Throw ball	△ button, ⓐ button, ⓐ button, L button, or R button (tap for lob pass; hold for a bullet)
Precision passing	Analog stick or D-button (in the direction you want to place the pass)
Sprint	ⓧ button
Aggressive catch	△ button + Analog stick ↑
Passive catch	△ button + Analog stick ↓
Dive	ⓐ button
QB scramble (behind the line of scrimmage)	ⓧ button (hold)
Control intended receiver	ⓐ button (while ball is airborne)

BLOCKING CONTROLS

You can begin any offensive play as a lead blocker (press the ⓐ button to select a blocker before the snap), open a big hole for the ball carrier, and then press the ⓐ button to switch to the runner and pick up some big yardage.

Impact block/Cut block	△ button + Analog stick ↑/↓
Turn block left/right	△ button + Analog stick ←/→
Illegally pull/hold defender	L button

AFTER THE PLAY	
No huddle offense	△ button (hold) to repeat previous play
Spike ball (to stop the clock)	ⓐ button (hold)
Fake spike	ⓐ button (hold)

Madden NFL 08 Featured Bands



DATA ROCK

EA Soundtracks available at www.ea.com/eatrax/

for more about the bands

www.airbournerock.com | www.datarockmusic.com

DEFENSIVE CONTROLS

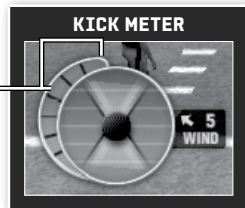
BEFORE THE SNAP

Choose a player	⊗ button/⊙ button
Playmaker Control	⊙ button then D-button: ↑ for a hook zone (yellow) ↑ then ↑ then ↑ for a deep zone (dark blue) ↓ to blitz ↓ then ↓ for a QB contain blitz ← for QB spy coverage (orange) → for a flat zone (light blue) → then → for a curl zone (purple) ↑ then ↑ for a smart zone (red)
Man-to-man coverage	⬆ button, and then press the button of the offensive player you want to cover. Next, press the D-button →
Defensive line shift	L button + D-button: ↑ to spread the defensive ends outside the tackles ↓ to move the line in tight between the tackles ←/→ to shift the line left/right
Linebacker shifts	L button + R button then D-button: ↑/↓ to spread linebackers out/move them in tight ←/→ to shift linebackers left/right
Defensive back shifts	⬆ button then D-button: ↓/↑ to put DBs into bump and run/loose coverage → to shift the safeties and linebackers into better position to cover their assigned man
NEW Receiver spotlight	L button or R button (hold) + button of the receiver that you want to focus on

SPECIAL TEAMS CONTROLS

KICKING OFF AND PUNTING

1. Press the D-button ←/→ to aim the kick.
2. Move the Analog stick ↓ to start the Power Meter.
3. When the Power Meter reaches the accuracy area, move the Analog stick ↑ to kick the ball.



KICK RETURNING

Switch players	⊙ button
Fair catch	⬆ button
Touchback	Remain in the endzone

PLAYING THE GAME

Feel what it's like to be a field general making key personnel decisions on both sides of the ball. Read and react during the game's biggest moments in *Madden NFL 08*.

MY FAVORITE TEAM

The first time you play *Madden NFL 08* the My Favorite Team window appears. After selecting a team, a prompt will appear to save to your Memory Stick Duo. Working as your default, your favorite team appears on the Main menu and as your default team in all game modes.

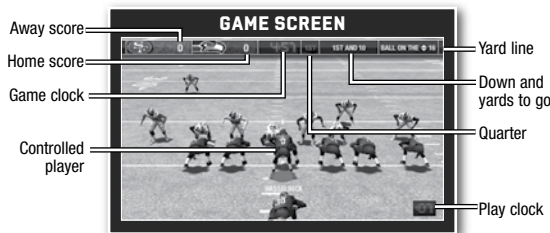
USER PROFILES

Keep track of your personal stats and accomplishments with a User Profile. An active User Profile saves Franchise mode and Mini-Camp achievements and statistics to your Memory Stick Duo.

NOTE: You can alter your default playbooks and favorite team settings by accessing your Profile by pressing the ⊙ button from the Main menu.

AFTER THE SNAP

Control new player	⊙ button
Hit Stick	⬆ button + Analog stick
Dive	⊙ button
Sprint/Shove blocker	⊗ button
Jump/Intercept/Hands up	⬆ button
Strip ball (run defense)/Swat ball (pass defense)	L button (when not engaged by blocker)
Strafe	R button (when not engaged by blocker)
Rip/Spin left/right	L button/R button (when engaged by blocker)



NEW READ AND REACT/PLAYER WEAPONS

New player skill icons identify on-field strengths and weaknesses, providing an immediate read on what your opponent is giving you. Quickly react, create mismatches, and exploit opponent weaknesses before every play with the all-new Read and React System.

Quarterback

- Cannon Arm
- Scrambler
- Precision Passer
- Franchise Quarterback

Running Back

- Elusive Back
- Speed Back
- Power Back
- Feature Back

Wide Receiver

- Deep Threat
- Go-To Guy
- Possession Receiver

Offensive Lineman

- Pass Blocker
- Road Blocker
- Run Blocker

Defensive Lineman

- Heavy Hitter
- Run Stopper
- Pass Rusher
- Force of Nature

Linebacker

- Heavy Hitter
- Defensive Enforcer
- Playmaker

Cornerback

- Containment Corner
- Shutdown Corner
- Quick Corner

Safety

- Big Hitter
- Hitman
- Coverage Safety

PLAYCALLING

If you need playcalling advice, ask John Madden for assistance by pressing the button from the Play Call screen. Otherwise the playbook is all yours.



SAVING AND LOADING

You can save your Profile, current game progress, new settings, rosters, mini-game and Franchise mode files to a Memory Stick Duo. Save or load files from the My Madden menu.

NEW SUPERSTAR CHALLENGE

Play as an NFL superstar and determine the outcome of the biggest moments from the 2006 NFL season. Will you choke under pressure or come through like a true NFL superstar?

There are five tiers to conquer with five challenges in each tier. Each challenge tests your skills in a different aspect of the game. As you move through each tier the challenges become more difficult to win. From leading a 4th quarter comeback on the road to kicking game-winning field goals with no time left on the clock, prove you belong among the NFL's elite.

NOTE: When each challenge begins you are thrown in the middle of the action with time already off the clock. The score and situation vary. If you need to warm up before taking the field, go to Practice Mode to work out the kinks.

MULTIPLAYER

Find a challenger online anytime via Infrastructure Mode or battle friends head to head from across the room in Ad Hoc mode.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com OR 30 DAYS AFTER THE LAST DAY OF THE 2007-2008 NFL SEASON.

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

NOTE: The player is responsible for any Wi-Fi fees.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other. Play head-to-head against other players within shouting distance. As long as you both have copies of *Madden NFL 08*, you are ready to hit the field.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set-up details, please refer to the PSP® system's Instruction Manual.

In order to play *Madden NFL 08* online you need to log in with or create an EA SPORTS user name, and establish a network connection. Follow the on-screen instructions to do so.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection).

HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

NOTE: Connecting to the EA servers can take up to a minute.

NOTE: The displayed file size is the amount of space taken up in your EA Locker. File sizes may increase when downloaded and saved to a Memory Stick Duo.

FRANCHISE

Call the shots for up to 32 teams for as many as 30 seasons. To begin a Franchise, choose the number of users and whether you will conduct a fantasy draft, and then select the team for each user.

FANTASY DRAFT

If you conduct a fantasy draft, you'll be able to build your team from the ground up from the entire pool of NFL players. You have 49 rounds to fill out your roster. Because this is the starting point of your Franchise, pay attention to a player's rating, age, and the cap room he requires.

THE FRANCHISE SCHEDULE

From training camp to the off-season, you're in charge. This is the progression of each Franchise season.

Training Camp

Put your players through drills and earn points to boost their attributes. You can skip camp if you want, but your players will suffer.

Preseason

Finalize your roster and evaluate rookies before the regular season. The Position Battles screen shows who's fighting for the same position. Your preseason depth chart is automatically set: starters play the first half, rookies and backups play the second half.

During the Season

You can play any game on the schedule. You can also make player trades before the sixth week of the season and sign free agents. Even if your team doesn't make the playoffs, you can still play any postseason game including the Super Bowl and Pro Bowl.

Off-Season

There are 12 steps to the off-season that must be completed before beginning a new season. If you wish to skip any steps in the off-season, you can simulate past them.

FRANCHISE MODE MENU

Keep track of everything going on around the league and with your team. These are the key menu options that become available at different times of the year:

My Week

Play week, View Rosters, Study the opponent, and Practice.

Rosters

View team rosters and make all player movements and transactions.

Coach's Corner

Set all of your coaching strategies.

Stats/Info

View stats, News from around the league, and Team information.

Assistant Coach

Earn points by meeting established goals throughout the season and use them to increase the attributes of your practice squad or main roster players.

Team Information

View team prestige and coach information.

My Franchise

Set your gameplay and system settings, and save your Franchise mode progress at any time.

SPAWNED GAMES AND FRANCHISE FILES

Save key games throughout the season then play them at any time. You can also play Franchise games spawned on your PlayStation®2 computer entertainment system on your PSP® system then transfer them back through the EA Locker.

NOTE: If you make changes to a Franchise or start a new Franchise after spawning a game, you won't be able to merge the results of that spawned game. Also, if you delete a Franchise file, any spawned games attached to it become unstable.

MINI-CAMP COMPETITION

Put your stamina and skills to the test by challenging up to four friends and rivals in Mini-Camp Competition mode. Featuring up to three rounds of action and 19 drills to see if you have what it takes to come out on top.



You Played the Game. Now Play the Music.
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MINI-CAMP

Prove you have what it takes to survive mini-camp. In Mini-Camp mode you'll visit eight NFL mini-camps where you'll test your skills in eight different areas. Once a drill is completed, you'll be thrown into a real-time game situation where your newly acquired skill set is tested against live competition.

MY MADDEN

View game stats, set your audibles, choose your gameplay and system settings, and more from the My Madden menu.

My Stats

View career stats and general stats for all User Profiles and User Records.

Rosters

Keep your game up to date with real-world transactions, or make the moves you wish were made during the last off-season.

Coaching Strategy

Set your audibles and Hot Routes, and create custom formations.

Gameplay Settings

Most of the settings that appear in the Gameplay Setting menu are self explanatory. Those that need more explanation are detailed below.

Game Settings

Coach Mode: You call the shots from the sidelines and the CPU executes each play—with Coach Mode turned on, you have no control of your players.

Custom Game Settings

Player Lock: The defensive player you select before the snap is who you control at the start of the next play.

Autoswitch Back: When controlling the lead blocker, having this option turned ON automatically switches you to the ball carrier after you have either engaged in or missed a block. When this option is turned OFF, you control the lead blocker until you press the  button.

Blocking Slowdown: This slows down the game when you establish a player as the lead blocker.

Switchback Slowdown: This slows the game when you switch from the lead blocker to the ball carrier.

Blocking View: When this is set to Zoomed In, the game camera zooms to the lead blocker.

Auto Pass: Your QB makes plays for you when you don't control him yourself.

Auto Strafe: Automatically strafes defender to help adjust to the ball carrier.

Offensive Catch Assist: The CPU helps catch the ball for a user-controlled receiver.

Defensive Pass Assist: The CPU swats/catches the ball for a user-controlled defender.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

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Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

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